IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Applicant	: Christopher J. Dyl	Art Unit	: 2157
Serial No.	: 10/632,410	Examiner	: El Hadji M Sall
Filed	: August 1, 2003	Conf. No.	: 4381
Title	: EFFICIENT METHOD FOR PROVIDING GAME CONTENT TO A CLIENT		

Mail Stop Appeal Brief - Patents
Commissioner for Patents
P.O. Box 1450
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BRIEF ON APPEAL

(1)   Real Party in Interest

The real party in interest is Turbine, Inc., a corporation of Delaware having a place of business at 60 Glacier Drive, Suite 4000, Westwood, Massachusetts, as evidenced by an assignment executed February 8, 2005 and recorded at the U.S. Patent Office on May 3, 2006 at Reel 017577, Frame 0503.

(2)   Related Appeals and Interferences

There are no related appeals or interference.

(3)   Status of Claims

Claims 1-20 are pending and on appeal. Of these, claims 1, 8, and 15 are independent.

(4)   Status of Amendment

All amendments have been entered.

(5)   Summary of Claimed Subject Matter

All citations herein are made with reference to the pre-grant publication of this application, US 2005-0026692 A1, published February 3, 2005.

CLAIMS 1, 8, 15

Claim 1's step of hosting, for transmission, a content update having a plurality of data files is described in paragraph 44.

Claim 1's limitation of identifying a subset of the plurality of data files as high-quality data files is described in paragraphs 45-49, as well as FIGS. 3 and 4.

Claim 1's limitation of creating a high-quality content update that includes the identified high-quality data files is described in paragraph 50, in connection with the high-quality update package creation step **408**.

Claim 1's limitation of receiving a client connection request is described in paragraph 51 in connection with the connection request step **502**.

Claim 1's limitation of transmitting high-quality data files from the high-quality content update is described on paragraph 51 in connection with step **510**, the high-quality transmission step, and in FIG. 5.

Claim 1's limitation of transmitting remaining data files in the content update is described on paragraph 51 in connection with step **512**.

CLAIMS 3, 10, 16

Claim 3's additional step of "using a data quality function to identify a subset of the plurality of data files contained in the content update as high-quality data files" is described in paragraph 47, in the discussion of step **404**, and in FIG. 4.

Claim 10's additional limitation of "identifying a subset of the plurality of data files as high-quality data files using a data quality function" is described in paragraph 47, in the discussion of step **404**, and in FIG. 4, where it is referred to as a "quality metric," and in paragraphs 9, 14, and 18.

Claim 16's additional limitation, in which "using a data quality function, the processor identifies a subset of the plurality of data files as high-quality data files" is described in paragraph 47, in the discussion of step **404**, and in FIG. 4.

CLAIMS 5, 12

Claims 5 and 12 recite the additional limitation that a "data quality function yields a data quality that is a function of the sizes of the plurality of data files." This limitation is described in paragraph 48.

CLAIMS 6, 13

Claims 6 and 13 include the additional limitation of removing high-quality data files from the content update. This limitation is disclosed in paragraph 50.

CLAIMS 7, 14

Claim 7 and claim 14's additional limitation of "determining that the received request includes a bit value indicating high-quality files should be transferred" is described in paragraph 52.

(6) Grounds of Rejection to be Reviewed on Appeal

1. Claims 1, 8, and 15 stand rejected as anticipated by *Poulin* U.S. Patent Publication 2003/0008712 under section 102(*e*).

2. Claims 3, 10, and 16 stand rejected as anticipated by *Poulin* U.S. Patent Publication 2003/0008712 under section 102(*e*).

3. Claims 5 and 12 stand rejected as anticipated by *Poulin* U.S. Patent Publication 2003/0008712 under section 102(*e*).

4. Claims 6 and 13 stand rejected as anticipated by *Poulin* U.S. Patent Publication 2003/0008712 under section 102(*e*).

5. Claims 7 and 14 stand rejected as anticipated by *Poulin* U.S. Patent Publication 2003/0008712 under section 102(*e*).

(7) Argument

Applicant's specification

In a role-playing game, a player uses his computer (a "client" computer) to interact with other players in a virtual world. The player's computer renders the various objects of this virtual world on a screen. It does so using information, or "content."

It is generally more efficient for the player's computer to have the all the content it needs to render an object. This avoids having to retrieve that content from the server.

Periodically, the appearance of objects may change. When this occurs, the information required to reflect the new appearance of these objects is sent from the server to the clients. This "content update" occupies considerable bandwidth.

Some players of the role-playing game are happy with relatively low resolution versions of content. For such players, it would be wasteful of bandwidth to include high-resolution content as part of the content update. Applicant's system provides a way to efficiently manage the content updating process to avoid needlessly sending high-resolution content to such players.

Poulin[1]

Poulin also discloses a system in which one of the client's responsibilities is "displaying interacting objects (other clients/players, terrain, etc.)."[2] Presumably, the *Poulin* client maintains content information necessary to carry out this function. This content information would correspond to Applicant's "content."

Poulin never discusses how the client gets the content information it needs to carry out its function of "displaying interacting objects." Nor does it discuss how this content information might be updated.

Poulin does, however, discuss updating *another* kind of information, namely "status and event information." Unlike content information, "status and event" information generally describes where an object is, and what it is doing. In particular, *Poulin* states that

> "For 3D action games whereby clients interact with each other, each client needs positional, status and event information/data (referred to as client or player information, or as attributes) for every other client and/or object the client can see or interact with in the game grid/map. Such positional, status and event information includes, but is not limited to, type, physics/collision modeling, interaction rules data,

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[1] *Poulin*, U.S. Patent Publication 2003/0008712.
[2] *Poulin*, paragraph 21.

> *scoring, position, orientation, motion vector, animation, vehicle, call sign, or other*
> *client or object attributes necessary for the particular application."*[3]

"Status and event information" is thus completely different from content information.

Accordingly, an update of "status and event information" is completely different from a "content

update."

In particular, it makes no sense at all to speak of "high-quality" or "low quality versions

of "status and event information." For example, consider one example of *Poulin*'s "status and

event information," namely the position of an object. One of ordinary skill in the art would have

no clue as to what a "low quality" version of an object's position might be. In fact, one of

ordinary skill in the art would be unable to find anything in *Poulin* that teaches any distinction

between low quality and high-quality "status and event information."

This fundamental difference between "status and event information" and "content

information" inevitably results in a flawed section 102 rejection. These flaws are discussed in

more detail below.

Section 102 rejection of claims 1, 8, and 15

As discussed in detail below, the section 102 rejection is improper for at least the

following reasons:

1. Because *Poulin* fails to teach identifying any data files as "high-quality data
files";

2. Because *Poulin* teaches only updating "status and content information," not
content.

Poulin fails to teach "identifying...high-quality data files"

Claim 1 includes the limitation of

> *"identifying a subset of the plurality of data files as high-quality data files"*

The Examiner regards this claim limitation as taught by the following passage from *Poulin*:

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[3] *Poulin*, paragraph 25.

> *[0030] Now referring to FIG. 2, there is illustrated the server **14** (Server A) having a data set **100**, the server **16** (Server B) having a data set **120**, and the server **18** (Server N) having a data set **130**. The data set **100** includes a plurality of data sets **102**, **104**, **106** that include data corresponding to each client attached/linked/playing the system **10**. Other data sets, such as for objects, are also provided in the data set **100**. The data set **102** includes the positional, status and event information/data for each particular client attached/linked to the server **14** (Server A) and for each object associated with server **14**. The data set **104** includes a subset data of the positional, status and event information/data for each particular client attached/linked to the server **16** (Server B) and for objects associated with the server **16**, while the data set **106** includes a subset data of the positional, status and event information/data for each particular client attached/linked to the server **18** (Server N) and for objects associated with the server **18**. As will be appreciated, additional servers may be used in the server platform **12**, and for each server, a subset of data of the positional, status event information/data for those particular clients attached/linked to the server, and those objects associated with the server, will be included in the data set **100**.[4]*

In the above passage, the word "subset" is associated with certain client data, such as position, status, and event information. Applicant therefore speculates that the Examiner regards position, status, and event information as somehow corresponding to claim 1's "high-quality data files."

Nothing in the foregoing passage suggests a distinction between high-quality data and any other kind of data. The passage simply refers to data sets that "include data corresponding to each client attached/linked/playing the system **10**." The foregoing passage suggests that all data sets are equal in "quality" to each other. Nothing in the foregoing passage would suggest to one of ordinary skill in the art that some data sets have higher "quality" than other data sets.

In the context of *Poulin*, the concept of a "high-quality data file" as distinct from any other kind of data file makes no sense at all. In *Poulin*, there appears to be no qualitative difference between data **102**, **104**, **106** stored in server A, data **112**, **114**, **116** stored in server B, and data **122**, **124**, **126** stored in server N.

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[4] *Poulin*, paragraph 30.

In the final action, the Examiner has drawn attention paragraph 38's statement that "the server operably transmits either the full information or the subset of data associated with the interacting clients and/or objects."[5]

The Examiner's citation of paragraph 38 suggests confusion between "quality" and "quantity." In paragraph 38, *Poulin* merely recognizes the futility of transmitting status information about clients who may not even be playing the game. In *Poulin*, the server transmits, to a particular client, state information about only those clients that the particular client is expected to interact with. As a result, depending on who else is playing, sometimes a client may receive a great deal of state information, whereas at other times, the client may receive only a little bit of state information. But this only affects the *quantity* of data that a particular client receives, not its *quality*.

What paragraph 38 teaches is that at some times, the server will transmit status information about many clients, whereas at other times, the server will transmit status information about just a few clients. But status information does not somehow degrade into "low quality" just because a particular client receives status information about only a few other clients. Nor does status information somehow become "high-quality" just because a particular client receives status information about many other clients.

By way of analogy, a high-quality pie remains high-quality whether one eats only a few slices (i.e., a "subset"), or whether one eats the entire pie.

Poulin fails to teach content updates

The Examiner appears to regard the "data files" in claim 1's limitation of

> "*hosting for transmission a content update having a plurality of data files*"

as corresponding to the "data sets" referred to in the following passage from *Poulin*:

> [0010] In another embodiment of the invention, there is provided a distributed system
> having a server operable for communicating with a plurality of clients. Each of the
> clients is positioned within a physical volume managed by the server. The server

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[5] *Poulin*, para. 38.

> maintains a **plurality of data sets having information** about each one of clients. The
> server transmits to a first client the data sets associated with a predetermined number
> (fixed or dynamic) of the other clients that are interacting with the first client. The
> predetermined number of other clients is based upon a priority.[6]

However, the "data sets" described in *Poulin* are not "content." The "data sets" in *Poulin*
contain "information about each one of the clients,"[7] i.e., state information. Therefore, the act of
hosting these data sets, which contain no "content," cannot possibly amount to "hosting…a
content update" as required by claim 1.

In the final office action, the Examiner explains why he regards a data set that has client
information as actually containing content for a "content update." The Examiner does so by
listing every conceivable type of information that one might possibly find in a data set, such as
text, spreadsheets, pictures, voice, and video. The Examiner then states that "[v]ideo is a
sequence of image frames (see www.answers.com) or "content data") about each one of the clients."

In short, the Examiner's position is that because *Poulin*'s data sets contain information,
and because such information could conceivably be video, and because video is often regarded
as a form of content, it follows that maintaining a copy of *Poulin*'s data set amounts to
"hosting…a content update," as required by claim 1.

While Applicant agrees that video data is often regarded as content, the fact remains that
Poulin does not teach updating clients with videos. The idea that *Poulin*'s data files contain
video is speculation. *Poulin* does not actually disclose updating clients by providing video.

The Examiner's position appears to be that "information" and "content" are synonyms. In
the Examiner's view, all information is "content." There is no such thing as information that is
not content. As a result, the act of updating any information whatsoever is a "content update."

While the Examiner is entitled to apply the broadest reasonable interpretation of a claim,
that interpretation must also be reasonable "in light of the specification as it would be interpreted

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[6] *Poulin*, paragraph 10 [emphasis supplied].
[7] *Poulin,* paragraph 10, lines 5-6.

by one of ordinary skill in the art."[8] Moreover, "the broadest reasonable interpretation of the claims must also be consistent with the interpretation that those skilled in the art would reach."[9]

The Examiner proposes that "content update" includes the updating of *any* kind of information whatsoever. Thus, under the Examiner's construction, there can be no such thing as an update that is *not* a "content update." The Examiner's construction thus eviscerates the meaning of "content," and in so doing, results in "content update" meaning the same thing as "update." A construction of "content" that effectively renders the term meaningless cannot be regarded as reasonable in light of the specification as it would be interpreted by one of ordinary skill in the art.

Independent claims 8 and 15 include limitations similar to those above. Accordingly, the section 102 rejection of those claims is improper for at least the same reasons given above.

Section 102 rejection of claims 2 and 9

Claim 2 recites the additional limitation of

> *"storing, on a network storage device, a content update having a plurality of data files."*

The Examiner suggests that *Poulin* teaches this claim limitation in the following passage:

> *"[0025] When there are relatively few clients participating in the game, generally only one server is needed to serve the clients. During game operation, there is no need for direct communication between clients. For 3D action games whereby clients interact with each other, each client needs positional, status and event information/data (referred to as client or player information, or as attributes) for every other client and/or object the client can see or interact with in the game grid/map. Such positional, status and event information includes, but is not limited to, type, physics/collision modeling, interaction rules data, scoring, position, orientation, motion vector, animation, vehicle, call sign, or other client or object attributes necessary for the particular application. Typically, the server includes a data set or database of information that is maintained and updated as the clients interact within the game. With a small number of clients (with small number of clients on a single server or a few servers), the data transfer from the server to each client is manageable. However, as the number of clients increase, so does the amount of information/data to be transferred to each client. In order to handle larger numbers of*

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[8] *In re Acad. of Sci. Tec. Cir.*, 367 F.3d 1359, 1364, 70 USPQ 2d 18, 27 (Fed. Cir. 2004).
[9] *In re Cortright*, 165 F.3d 1353, 1359, 49 USPQ 2d 1464, 1468 (Fed. Cir. 1999).

> clients, prior art systems limited the data transfer to a particular client by only
> transmitting information/data on a certain number of clients or objects closest to the
> particular client. When only one server is utilized due to a small number of clients, the
> server maintains the positional, status and event information/data database for all
> clients on the server, and transfers updates to each client when required. When the
> number of clients increases, the number of servers allocated also increases; however,
> each server only maintains a database for the particular clients attached/linked to the
> server.[10]"

In an on-line role-playing game, there are two kinds of information about an object: information about an object's appearance, and information about an object's status. The first type of information is found in the content files that are referred to in the claims. The second type of information, i.e. state information, is what paragraph 25 refers to.

Paragraph 25 of *Poulin* describes updating state information for an object. Examples of such information include position, status, and event information. Updating such information does not amount to a "content update." This state information describes only the state of an object. It has nothing to do with how an object appears on the screen.

For example, in the context of the bunny **202** in Applicant's FIG. 2, the position, status, and event information referred to in *Poulin*'s paragraph 25 might describe whether the bunny is on a mountain or in a valley or perhaps the bunny's level of hunger, or the extent of the bunny's injuries. But it does not describe what the bunny will look like on a display.

Claim 9 recites limitations similar to claim 2 and is patentable for at least the same reasons.

Section 102 rejection of claims 6 and 13
Claim 6 recites the additional limitation of

> "removing the high-quality data files from the content update"

The Examiner suggests that this limitation is also taught by *Poulin*'s paragraph 25, which is reproduced in the discussion of claims 2 and 9.

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[10] *Poulin*, paragraph 25.

As discussed above in connection with claim 2, paragraph 25 describes updating clients by transmitting data files from the server to the client.

The *Poulin* server maintains a set of data files. When an update is necessary, certain ones of these data files are retrieved and sent to a client. But these data files do not disappear from the server once they are transmitted. There is no discussion of actually *removing* these data files from the set of data files, so that they are no longer part of that set.

Section 102 rejection of claim 3, 10, and 16
Claim 3 recites the additional limitation of

> *"using a data quality function to identify a subset of the plurality of data files contained in the content update as high-quality data files"*

The Examiner states that *Poulin* teaches this limitation in the following:

> *"[0010] In another embodiment of the invention, there is provided a distributed system having a server operable for communicating with a plurality of clients. Each of the clients is positioned within a physical volume managed by the server. The server maintains a plurality of data sets having information about each one of clients. The server transmits to a first client the data sets associated with a predetermined number (fixed or dynamic) of the other clients that are interacting with the first client. The predetermined number of other clients is based upon a priority."*[11]

Based on the Examiner's earlier remarks, the "data files" of claim 3 allegedly correspond to the "data sets having information about each of the clients."

In the final action, the Examiner suggests that *Poulin*'s disclosure of "data sets having information about each of the clients" somehow teaches the use of a data-quality function to identify a subset of data files as high-quality data files.

The cited text merely states that some data sets have information about each of the clients and some do not. The Examiner appears to be suggesting that the former are somehow higher quality data files than the latter.

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[11] *Poulin*, paragraph 10.

The Examiner appears to be confusing quality and quantity. A data set that has information about each client certainly has a greater *quantity* of data, but this does not mean that the data it possesses is any higher *quality*. Conversely, a data set that has information about some, but not all, clients has less data. But this certainly does not mean that whatever data it does have is "low quality."

Moreover, the claim limitation at issue is that of "using a data quality function to identify a subset of the plurality of data files contained in the content update as *high-quality* data files." Even if one were to accept the fact that a data set is somehow "high-quality" because it includes data files about many clients, there is no teaching in *Poulin* of using a data-quality function, or anything else for that matter, to actually *identify* those particular data files contained in that data set that are high-quality data files.

Claims 10 and 16 include limitations similar to claim 3 and are patentable for the same reasons.

Section 102 rejection of claim 5 and 12

Claim 5 recites the additional limitation that the data-quality function yield a data quality that is "a function of the sizes of the plurality of data files."

The Examiner states that *Poulin* teaches this limitation in the following passage:

> "[0046] With continued reference to FIG. 3, let us assume that the servers 204 each have a specific volume associated with each server, and that the volumes and servers are identified as volumes A-I. As will be appreciated, the volumes A-I may be different sizes and shapes. Each volume A-I represents a geographic region within the game, and a specific number of clients/objects are associated with each volume (positioned within that region of the game). Directing attention to volume E, let us assume that new clients are entering the game in volume E, or clients are congregating in volume E (i.e., the battle is converging in region E, for some reason). As the number of clients in volume E increases, the server load increases. At some point, the server load will increase and processing will suffer thus degrading the game. At this point, in prior art systems, no additional clients would be allowed to enter volume E."[12]

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[12] *Poulin*, paragraph 46.

In the final office action, the Examiner suggests that since the volumes associated with each server are different sizes, it follows that somewhere in *Poulin* there must be a "data quality function" that yields a data quality which is somehow "a function of the sizes of the plurality of data files."

Applicant agrees that a "volume" is a measure of size. But the "volume" referred to in the foregoing passage has nothing to do with "the sizes of the plurality of data files." One of ordinary skill in the art would not use "volume" to measure the size of a data file. For example, it is difficult to imagine one of ordinary skill in the art stating that a particularly large data file has a size "well over three cubic feet." It is more likely that one would refer to "bytes," not volume.

Applicant submits that the foregoing passage, even though it refers to "volumes" and even though "volume" is a measure of size, is meaningless in the context of describing anything having to do with "the sizes of the plurality of data files."

Moreover, even a cursory reading of the above passage reveals that the "sizes" referred to are sizes of regions within the virtual world of the game. They have nothing to do with sizes of data files. Accordingly, there is no basis whatsoever for asserting that *Poulin's* statement

> *"the volumes A-I may be different sizes and shapes"*[13]

could possibly amount to a disclosure of using a data quality function that depends on sizes of data files.

Claim 12 includes limitations similar to claim 5 and is patentable for the same reasons.

Section 102 rejection of claims 7 and 14
Claim 7 recites the additional limitation that the client connection request include

> *"a bit value indicating high-quality files should be transferred"*

The Examiner suggests that *Poulin* teaches this claim limitation in the following text:

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[13] *Poulin*, paragraph 46, line 5.

> [0048] Upon a dynamic distribution or allocation, any clients (and objects)
> positioned in a new volume served by a different server are transferred to the new
> server. Upon dynamic distribution of the volumes, the identity of those client(s) whose
> volumes have changed (i.e., the client is now in a new volume served by a different
> server) is determined. When determined, the sending server sends a client transfer
> request to the receiving server. The request includes all client information. When the
> transfer request is received, the new server adds the client to the client index hash and
> sends an acknowledgment. Upon receipt of the acknowledgment, the old server
> instructs the client's application program to make a new connection to the new server,
> and also transmits a handshake to the new server. The client's application then closes
> the connection to the old server.[14]

However, the foregoing text merely describes what happens when a player moves from
the domain of one server to the domain of another.

Applicant notes that a search for the word "request," which is also used in the claim,
would have led the Examiner to paragraph 48. Applicant therefore assumes that the Examiner
regards "transfer request" as being claim 7's "connection request." But Poulin's "transfer
request" is a request from one server to another server. It is not a "client connection request"
since it is neither made nor received by a client.

Claim 7 also recites the limitation that "the received request includes a bit value
indicating high-quality files should be transferred."

But according to the cited text, this request "includes all client information."[15] Hence,
there is no distinction between high-quality files and low-quality files. The Poulin "transfer
request" is intended to transfer all client data from one server to another.

(8)   **Conclusion**

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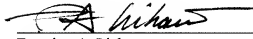
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[14] Poulin, paragraph 48.
[15] Poulin, paragraph 48, line 8.

Respectfully submitted,

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Appendix of Claims

1. A method for efficiently transmitting, to a client, a content update, the method comprising the steps of:

    a) hosting, for transmission, a content update having a plurality of data files;

    b) identifying a subset of the plurality of data files as high-quality data files;

    c) creating a high-quality content update that includes the identified high-quality data files;

    d) receiving a client connection request;

    e) determining that high-quality data files are to be transmitted to the client;

    f) transmitting the high-quality data files from the high-quality content update; and

    g) transmitting the remaining data files in the content update.

2. The method of claim **1**, wherein step a) comprises storing, on a network storage device, a content update having a plurality of data files.

3. The method of claim **1**, wherein step b) comprises using a data quality function to identify a subset of the plurality of data files contained in the content update as high-quality data files.

4. The method of claim **3**, wherein the plurality of data files contained in the content update are sorted by data quality, and wherein a certain fixed percentage of the highest quality data components are separated as high-quality data files.

5. The method of claim **3**, wherein the data quality function yields a data quality that is a function of the sizes of the plurality of data files.

6. The method of claim **1**, further comprising the step of removing the high-quality data files from the content update.

7. The method of claim **1**, wherein step e) comprises determining that the received request includes a bit value indicating high-quality files should be transferred.

8. A method for efficiently transmitting a content update from a server to a client, the method comprising:

a) the server hosting a content update having a plurality of data files;

b) identifying a subset of the plurality of data files from the content update as high-quality data files;

c) creating, by the server, a high-quality content update that includes the identified high-quality data files;

d) the client requesting a connection with the server;

e) determining, by the server, that high-quality data files should be transmitted to the client;

f) the client receiving data files from the high-quality content update to the client; and

g) the client receiving the remaining data files from the content update to the client.

9. The method of claim **8**, wherein step a) comprises storing, on a network storage device, a content update comprising a plurality of data files.

10. The method of claim **8**, wherein step b) comprises identifying a subset of the plurality of data files as high-quality data files using a data quality function.

11.   The method of claim **10**, wherein the plurality of data files contained in the
        content update are sorted by data quality, and a certain fixed percentage of the
        highest quality data components are separated as high-quality data files.

12.   The method of claim **10**, wherein the data quality function yields a data quality
        that is a function of the sizes of the plurality of data files.

13.   The method of claim **8**, further comprising the step of removing the high-quality
        data files from the content update.

14.   The method of claim **8**, wherein step e) comprises determining that the received
        request includes a bit value indicating high-quality files should be transferred.

15.   A computer based content updating apparatus comprising:

                a non-volatile memory element storing a content update having a
                plurality of data files;

                a processor in electrical communication with the non-volatile memory
                element for identifying a subset of the data files in the content update
                as high-quality data files, separating the high-quality data files from
                the content update, and storing, in the non-volatile memory element, a
                high-quality content update that includes the separated high-quality
                data files; and

                a transceiver in electrical communication with the non-volatile
                memory element and the processor, the transceiver receiving a
                connection request from a remote client on a network;

                wherein the processor determines that high-quality data files are to be
                transmitted to the client and the transceiver transmits data files from
                the high-quality content update and the remaining data files from the
                content update.

16. The apparatus of claim **15**, wherein, using a data quality function, the processor identifies a subset of the plurality of data files as high-quality data files.

17. The apparatus of claim **15**, wherein the processor removes the high-quality data files from the content update.

18. The apparatus of claim **15**, wherein the connection request from a remote client received by the transceiver includes a bit value indicating high-quality files should be transferred.

19. The apparatus of claim **15**, wherein the non-volatile memory element comprises a network storage device.

20. The apparatus of claim **15**, wherein the non-volatile memory element is associated with a first computer, the processor is associated with a second computer, the transceiver is associated with a third computer, and the first computer, second computer, and third computer are in electrical connection with each other over a network.

Evidence Appendix

None.

Related Proceedings Appendix

None.